

# THE DOGS OF WAR

Profiles for the Article in Warpstone 27 by Andrew Fawcett  
 Profiles by Alexander J. Bateman

## CAPTAIN WALDEMAR STOCKHAUSEN OF THE BLACK COMPANY

Captain (Ex Mercenary - Ex Veteran - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
68	46	56	61	46	48	42	54
A	W	SB	TB	M	Mag	IP	FP
3	17	5	6	4	0	0	0

**Skills:** Academic Knowledge (Strategy/Tactics+10%), Animal Care, Command+10%, Common Knowledge (Border Princes, Estalia, Kislev, the Empire, Tilea, the Wasteland), Consume Alcohol, Dodge Blow+10%, Gamble, Gossip, Intimidate+10%, Perception, Read/Write, Ride, Search, Secret Language (Battle Tongue), Speak Language (Kislevian, Reikspiel, Tilean), Swim

**Talents:** Lightning Parry, Menacing, Mighty Shot, Quick Draw, Rapid Reload, Seasoned Traveller, Specialist Weapon (Cavalry, Flail, Gunpowder, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Very Resilient, Very Strong, Warrior Born

**Armour (Heavy):** Best Quality Blackened Plate Armour (Full Plate)

**Armour Points:** Head: 5 Arms: 5 Body: 5 Legs: 5

**Weapons:** Good Quality Sword (Hand Weapon 1d10+6), Pistol with Ammunition for 10 shots (1d10+4, Impact, Unreliable), Shield

**Trappings:** Healing Draught, Destrier with Saddle and Harness, Seal of Authority from Graf Boris Todbringer, Large Company of Mercenaries

## CHAPLIN REINHOLD OF THE BLACK COMPANY

Warrior Priest (Ex Initiate - Ex Priest - Ex Mercenary - Ex Veteran - Ex Cloaked Brother)

WS	BS	S	T	Ag	Int	WP	Fel
56	47	53	51	62	70	57	60
A	W	SB	TB	M	Mag	IP	FP
2	18	5	5	4	2	0	0

**Skills:** Academic Knowledge (Genealogy/Heraldry, History, Strategy/Tactics, Theology+10%), Animal Care, Arcane Language (Magic), Channelling+10%, Charm, Common Knowledge

(Bretonnia, The Empire, Estalia, Tilea), Concealment, Consume Alcohol, Disguise, Dodge Blow+10%, Gamble, Gossip+10%, Heal, Intimidate, Magical Sense, Perception+10%, Read/Write, Ride, Search+10%, Secret Language (Battle Tongue, Ranger Tongue), Secret Signs (Scout, Templar), Speak Language (Classical, Estalian, Reikspiel, Tilean), Trade (Calligrapher)

**Talents:** Acute Hearing, Ally Cat, Armoured Caster, Coolheaded, Devine Lore (Sigmar), Excellent Vision, Fast Hands, Lesser Magic (Great Preaching, Strengthened Resolve), Lightning Reflexes, Linguistics, Master Orator, Petty Magic (Devine), Public Speaking, Quick Draw, Savvy, Schemer, Specialist Weapon (Flail, Gunpowder, Two-Handed), Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Suave, Very Resilient, Very Strong, Warrior Born

**Magic:** 2; Divine Lore (Sigmar), Great Preaching, Strengthened Resolve, Petty Magic (Devine)

**Armour (Medium):** Blackened Plate Armour (Full Plate)

**Armour Points:** Head: 5 Arms: 5 Body: 5 Legs: 5

**Weapons:** Greathammer (Great Weapon, 1d10+6, Impact, Slow), Crossbow with 10 Bolts (1d10+3)

**Trappings:** Healing Draught, Bottle of Sigmar's Blood, Black Bearskin Cloak, Sigmar Pendant, Prayer Book, Writing Kit with concealed Garrotte.

## SERGEANT JAKOB ZUCKEN OF THE BLACK COMPANY

Sergeant (Ex Thug - Ex Mercenary - Ex Interrogator - Ex Racketeer)

WS	BS	S	T	Ag	Int	WP	Fel
49	43	48	42	43	41	46	45
A	W	SB	TB	M	Mag	IP	FP
2	16	4	4	4	0	5	0

**Skills:** Academic Knowledge (Strategy/Tactics), Charm, Command, Common Knowledge (Border Princes, the Empire, Estalia, Tilea), Consume Alcohol, Dodge Blow+10%, Drive, Evaluate, Gamble+10%, Gossip+10%, Haggle, Heal, Intimidate+20%, Perception, Search, Secret Language (Battle Tongue, Thieves' Tongue), Shadowing, Speak Language (Reikspiel, Tilean), Swim, Torture

**Talents:** Disarm, Lightning Reflexes, Luck, Menacing, Quick Draw, Rapid Reload, Resistance to Poison, Seasoned Traveller, Sixth Sense, Specialist Weapon (Flail), Street Fighting, Streetwise, Strike Mighty Blow, Strike to Injure, Strike to Stun, Wrestling

**Armour (Medium):** Blackened Full Chain Armour

**Armour Points:** Head: 3 Arms: 3 Body: 3 Legs: 3

**Weapons:** Flail (1d10+5, Impact, Tiring), Crossbow with 10 Bolts (1d10+3), Knuckle-dusters (1d10+2, Pummelling), Shield

**Trappings:** Wide Brimmed Hat, Healing Draught, Manacles, Backpack containing ill gotten gains, Tent

## CAPTAIN HARTWIG SCHWINDLER OF THE RED SWORDS

Captain (Ex Thief - Ex Soldier - Ex Mercenary - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
64	50	56	56	59	41	44	60
A	W	SB	TB	M	Mag	IP	FP
3	19	5	5	4	0	0	0

**Skills:** Academic Knowledge (Strategy/Tactics), Animal Care, Command+10%, Common Knowledge (Border Princes, Bretonnia, the Empire, the Wasteland), Concealment, Dodge Blow+10%, Evaluate, Gossip, Intimidate+10%, Perception, Pick Lock, Read/Write, Ride, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Secret Signs (Thieves), Silent Move, Sleight of Hand, Speak Language (Reikspiel, Tilean), Swim

**Talents:** Alley Cat, Lightning Parry, Lightning Reflexes, Menacing, Quick Draw, Sixth Sense, Specialist Weapon (Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Strike to Stun, Trapfinder

**Armour (Medium):** Red Swords Uniform over Full Mail

**Armour Points:** Head: 3 Arms: 3 Body: 3 Legs: 3

**Weapons:** Sword (Hand Weapon 1d10+6), Crossbow with 10 bolts (1d10+4), Shield

**Trappings:** Healing Draught, Lock Picks, 10 yards of Rope, Destrier with Saddle and Harness, Unit of Mercenaries

## CAPTAIN RODERIGO DELMONTE OF THE ALCATANI FELLOWSHIP

Tilean Captain (Ex Peasant - Ex Mercenary - Ex Agitator - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
65	33	51	49	52	41	42	68
A	W	SB	TB	M	Mag	IP	FP
3	19	5	4	4	0	0	0

**Skills:** Academic Knowledge (Law, Strategy/Tactics), Animal Care, Charm+10%, Charm Animal, Command+10%, Common Knowledge (Border Princes, Bretonnia, Estalia, the Empire, Tilea), Concealment, Dodge Blow, Drive, Gamble, Gossip, Intimidate, Perception, Read/Write, Secret Language (Battle Tongue), Set Trap, Silent Move, Speak Language (Breton, Reikspiel, Tilean), Swim, Trade (Farmer)

**Talents:** Disarm, Flee!, Hardy, Lightning Parry, Public Speaking, Rover, Seasoned Traveller, Specialist Weapon (Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Suave, Wrestling

**Special: One Eye** – Roderigo lost his left eye in a fight long ago. He suffers -20% to BS, (Already Incorporated into profile) and suffers a -20% penalty to all skill and characteristic tests reliant upon sight.

**Armour (Medium):** Scale Mail Armour (Sleeved Scale Breastplate and Chain Leggings) with Scale Helm with High Red Crest.

**Armour Points:** Head: 4 Arms: 4 Body: 4 Legs: 3

**Weapons:** Pike (1d10+6, Fast, Special), War-hammer (Hand Weapon 1d10+6), Main Gauche (1d10+3, Defensive)

**Trappings:** Eyepatch, Cart laden with various chickens, cheeses and other gifts from Tilean Peasants, Unit of Pikemen

Throwing, Two-handed), Strike Mighty Blow, Strike to Stun, Sure Shot, Very Resilient, Wrestling

**Armour (Medium):** Sleeved Mail Shirt and Leggings with Leather Skullcap

**Armour Points:** Head: 1 Arms: 3 Body: 3 Legs: 3

**Weapons:** Crossbow with 20 bolts (1d10+4), Sword (Hand Weapon 1d10+6), Sword Breaker

**Trappings:** Marksman of Miragliano Tall feather and Pierced Gold Ducat Cap Badge, Bronze Medallion of Office, Healing Draught, Bottle of Good Red Wine, Unit of Marksmen

(Thieves), Silent Move+10%, Speak Language (Breton, Riekspiel, Tilean), Swim

**Talents:**

Lightning Parry, Lightning Reflexes, Mighty Shot, Quick Draw, Rapid Reload, Rover, Sharpshooter, Specialist Weapon (Cavalry, Longbow, Parrying, Two-handed), Street Fighting, Strike Mighty Blow, Strike to Injure, Sure Shot, Very Resilient, Very Strong, Warrior Born

**Armour (Medium):** Company of Lequec Uniform over Full Mail

**Armour Points:** Head: 3 Arms: 3 Body: 3 Legs: 3

**Weapons:** Two-handed Sword (Great Weapon, 1d10+7 Impact, Slow), Lance (1d10+8, Fast, Impact, Tiring), Shield (1d10+5, Defensive, Special), Longbow with 10 arrows (1d10+4, Armour Piercing)

**Trappings:** Healing Draught, Destrier with Saddle and Harness, Bottle of Bretonnian Brandy laced with Wyrdroot, Unit of Mounted Mercenaries

## CAPTAIN MAXIMILIAN DAMARK OF THE MARKSMAN OF MIRAGLIANO

Tilean Captain (Ex Mercenary - Ex Veteran - Ex Targeteer - Ex Sergeant)

WS	BS	S	T	Ag	Int	WP	Fel
62	73	58	60	51	45	47	51
A	W	SB	TB	M	Mag	IP	FP
3	18	5	6	4	0	0	0

**Skills:** Academic Knowledge (Strategy/Tactics+10%), Animal Care, Command+10%, Common Knowledge (Border Princes, Dwarfs, Skaven, the Empire, Tilea), Consume Alcohol, Dodge Blow, Gamble+10%, Gossip+10%, Haggle, Intimidate, Outdoor Survival, Perception+10%, Read/Write, Ride, Search, Secret Language (Battle Tongue), Sleight of Hand, Speak Language (Reikspiel, Tilean+10%), Swim

**Talents:** Excellent Vision, Lightning Parry, Mighty Shot, Quick Draw, Rapid Reload, Resistance to Disease, Seasoned Traveller, Sharpshooter, Specialist Weapon (Crossbow, Longbow, Parrying,

## CAPTAIN LUC MACADEIRE OF THE COMPANY OF LEQUEC

Bretonnian Captain (Ex Man-At-Arms - Ex Outlaw - Ex Mercenary - Ex Veteran - Ex Outlaw Chief)

WS	BS	S	T	Ag	Int	WP	Fel
72	62	61	62	56	45	46	49
A	W	SB	TB	M	Mag	IP	FP
3	17	6	6	4	0	0	0

**Skills:** Academic Knowledge (Strategy/Tactics+10%), Animal Care, Command+10%, Common Knowledge (Bretonnia+10%, Estalia, the Empire, Tilea, the Wasteland), Concealment+10%, Consume Alcohol+10%, Dodge Blow+10%, Follow Trail, Gamble+10%, Gossip, Intimidate+10%, Perception, Read/Write, Ride+10%, Scale Sheer Surface, Secret Language (Battle Tongue, Thieves Tongue), Secret Signs